The Ringmaster

"Well, hello there! It seems we have *a brand-new cast member with us! Welcome, to the* ***AMAZING ~~DIGITAL~~ OTHERWORLDLY CIRCUS!*** *My name is Caine, I am your ringmaster! And you, my friend, have just stumbled into an incredible world of wonders, where ANYTHING can happen!*

...Except for swearing. This is a place meant to be enjoyed by all ages, you see.

...hmm? What's that? A casting of Plane Shift gone wrong? Well, of course silly! Planes aren't MEANT to be shifted like that! Specially during flight, HOHOHOH!

...hmm? Where's the exit, you ask? Okay, soooo, heeere's the thiiiing.... oh? Come again? You wish to make a ***mystically-binding pact of ultimate power*** *with me? ...huh. I've never been asked THAT before. Hmmmmmmm..."*

Expanded Spell List

The Ringmaster lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Ringmaster Expanded Spells

Spell Level	Spells
1st	*Silvery Barbs, Disguise Self*
2nd	*Magic Mouth, Air Bubble*
3rd	*Create Food and Water, Blink*
4th	*Confusion, Polymorph*
5th	*Modify Memory, Reincarnate*

Today's Adventure

"C'mon everybody, it's SHOWTIME!"

Starting from 1st level, at the start of a long rest, your patron grants the party a reward for how many accomplishments were made in the last 24 hours.

The type of reward granted is left to the DM's discretion, being selected from the following table.

Party Performance	Reward
Poor	*NOTHING!*
Acceptable	1 temporary hit die for every party member
Good	10 to 20 gold pieces
Great!	1 Potion of Healing
AMAZING!	1 Potion of Greater Healing, or all of the above

A temporary hit die lasts until it is depleted. A character may only hold one temporary hit die at a time.

The Amazing Unknowable Blast

"Are you ready to see something INCREDIBLE?"

Also at 1st level, you learn the *Eldritch Blast* cantrip. If you already know this cantrip, you learn another cantrip of your choice from the warlock spell list.

Every time you deal damage with *Eldritch Blast*, roll on the following table to determine the damage type and additional effect. You start with a d6. The d6 becomes a d8 when you reach 6th level, a d10 when you reach 10th level, and a d12 when you reach 14th level.

"Hey, warlock! This is where you roll! Yup, right down here! Throwing dice!"

d6	Damage Type	Effect
	-	
1	Psychic	If your attack roll exceeds the target's AC by 5 or more, they become frightened of you until the start of your next turn.
2	Fire	If your attack roll exceeds the target's AC by 5 or more, they cannot benefit from being invisible until the end of your next turn.
3	Cold	If your attack roll exceeds the target's AC by 5 or more, they have their speed reduced by 10 feet until the start of your next turn.
4	Lightning	If your attack roll exceeds the target's AC by 5 or more, they cannot take reactions until the start of your next turn.
5	Thunder	If your attack roll exceeds the target's AC by 5 or more, they become deafened for the next 5 rounds.
6	Poison	If your attack roll exceeds the target's AC by 5 or more, they become poisoned until the start of your next turn.
7	Acid	If your attack roll exceeds the target's AC by 5 or more, they take additional damage equal to your Charisma modifier.
8	Bludgeoning	If your attack roll exceeds the target's AC by 5 or more, they are pushed 10 feet away from your direction.
9	Necrotic	If your attack roll exceeds the target's AC by 5 or more, you gain a number of temporary hit points equal to the damage dealt.
10	Radiant	If your attack roll exceeds the target's AC by 5 or more, they become blinded until the start of your next turn.
11	Force	The next attack roll against the target is made with advantage.
12	Emotional	Target must succeed on a Charisma saving throw or gain disadvantage on attack rolls, ability checks or saving throws (your choice) until the end of your next turn.

Credit

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Going Nowhere

"I'll stay right here, where I can keep my hundreds of all-seeing eyes on you!"

Upon reaching 3rd level, you gain the *Pact of the Chain* feature, and cannot choose any other pact boon.

Your familiar always takes the form of a miniature version of your patron, using the **Fun-Size Ringmaster** statblock detailed at the end of this document. You cannot dismiss your familiar after he is summoned, and he will *always* be talking to the creatures around him.

If Fun-Size Ringmaster drops to 0 hit points, he is summoned back to your side automatically after 1 hour (unless you are dead).

Every time you swear while Fun-Size Ringmaster is within 100 feet of you, your voice is magically silenced for the duration of that swear.

> For the sake of enhanced immersion when roleplaying this archetype, it is recommended that the DM be given control of your familiar at fitting moments; so as to properly represent your patron's strength of personality.

Performer's Repertory

"Now, ladies and gentlemen, my warlock here is gonna perform something you've NEVER seen (from a warlock) before!"

Starting at 6th level, while Fun-Size Ringmaster is within 100 feet of you, all options from the Expanded Spell List (for which you have the required spell slots) are added to your list of spells known.

If you already know one or more of those spells, you may instead cast one of them as a ritual once; regaining the ability to do so when you finish a short or long rest.

Controlled Shenanigans

"Whoops! Wrong thingamagigama!"

Starting at 10th level, whenever you roll on the *Amazing Unknowable Blast* table, you may roll a second time and choose either result.

Additionally, the extra effects from a roll of 1-8 can now be triggered with an exceedance of 3 or more.

Get Isekai'd!

"Don't worry, my dear! You won't even die horribly!"

Starting at 14th level, whenever you hit a creature with an attack on your turn, you can use this feature to instantly teleport the target over to your patron's native plane: *The **Amazing Otherworldly Circus** itself.*

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. They must then make an Intelligence, Wisdom, or Charisma saving throw (their choice) to determine how this horrific experience has affected them.

On a failed save, they are treated as being under the effects of the *Feeblemind* spell, lasting for the next hour. On a successful one, they are treated as being under the effects of the *Confusion* spell, lasting for the next minute.

Once you've used this feature, you can't do so again until you finish a long rest, and at least 24 hours have passed.

Wibbly Wobbly, Timey Wimey

Time passes differently at your patron's native plane, so one round of combat in the party's location could equal an hour, a week, a month, a year, or even a *whole hundred years* spent in there (*good god...*). The exact amount of time experienced by the target is left to the DM's discretion.

Fun-Size Ringmaster

Tiny aberration, chaotic neutral

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	17 (+3)

Skills Persuasion +4, Insight -2, Stealth -5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Psychic
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Deep Speech
Challenge – **Proficiency Bonus** +2

Beyond the Grid. The Ringmaster's creature type is aberration. However, he can't be registered by spells and other effects that detect the presence of specific creature types.

Wacky Watch. The Ringmaster always knows the location of his warlock, and is instantly alerted if they (or their party members) are transported to a different plane.

Beefed-Up (14th level). As an action, the Ringmaster's warlock can expend one use of their *Mystic Arcanum* to empower his Fun-Size form, unlocking specific traits in this statblock for the next minute.

Actions

Cane Bonk. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Angel Food Cake. The Ringmaster throws his esteemed cake at a creature within 20 feet of him. If the target is an ally, they gain 1d6 temporary hit points. If the target is an enemy, he gets angry at them for eating his cake, giving advantage to the next attack roll made against them until the start of his warlock's next turn.

All-Seeing Eyes (1/day). The Ringmaster instantly teleports to his warlock's location, regardless of which plane they are currently in.

YOU PARASITE!! (Beefed-Up only). The Ringmaster casts *Finger of Death* once without expending a spell slot. When casting it in this way, the spell has a range of *Touch*, and a target killed by it explodes with an audible popping noise; instead of being turned into a zombie. Once the Ringmaster uses this action, he can't do so again until his warlock finishes a long rest.

Reactions

Glitch Out (Beefed-Up Only) Whenever the Ringmaster (or his warlock) is the target of an attack or harmful spell, he can use this reaction to have the warlock roll a d4. If the number rolled is a 1, the target briefly phases out of the plane they're currently in, taking no damage from the triggering threat.